Vectrex™
ARCADE SYSTEM

COMIC CASM™

GCE™
ENTERTAINING NEW IDEAS™

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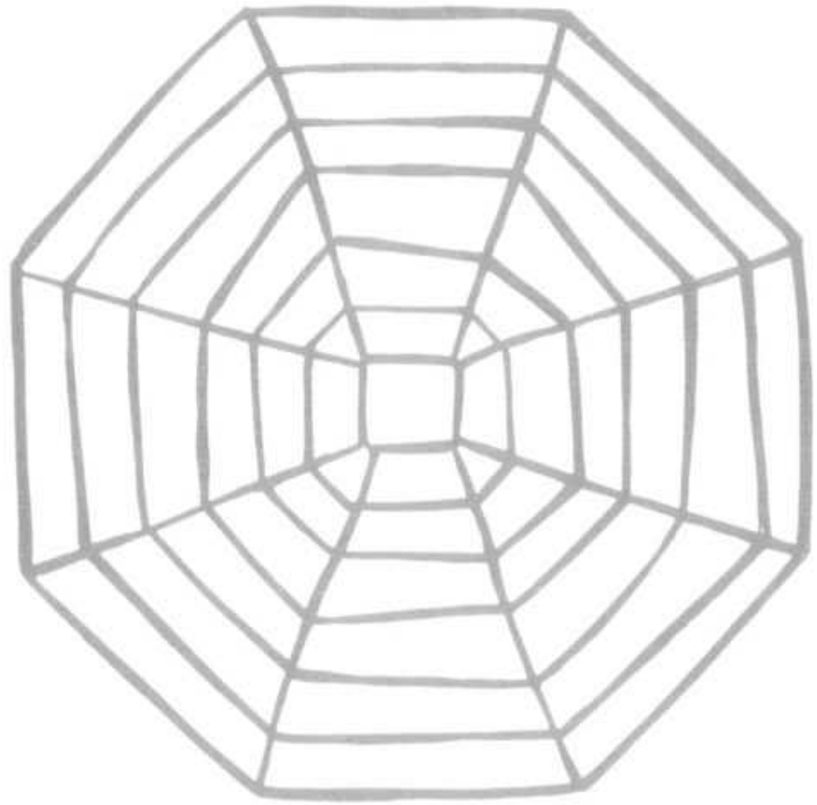
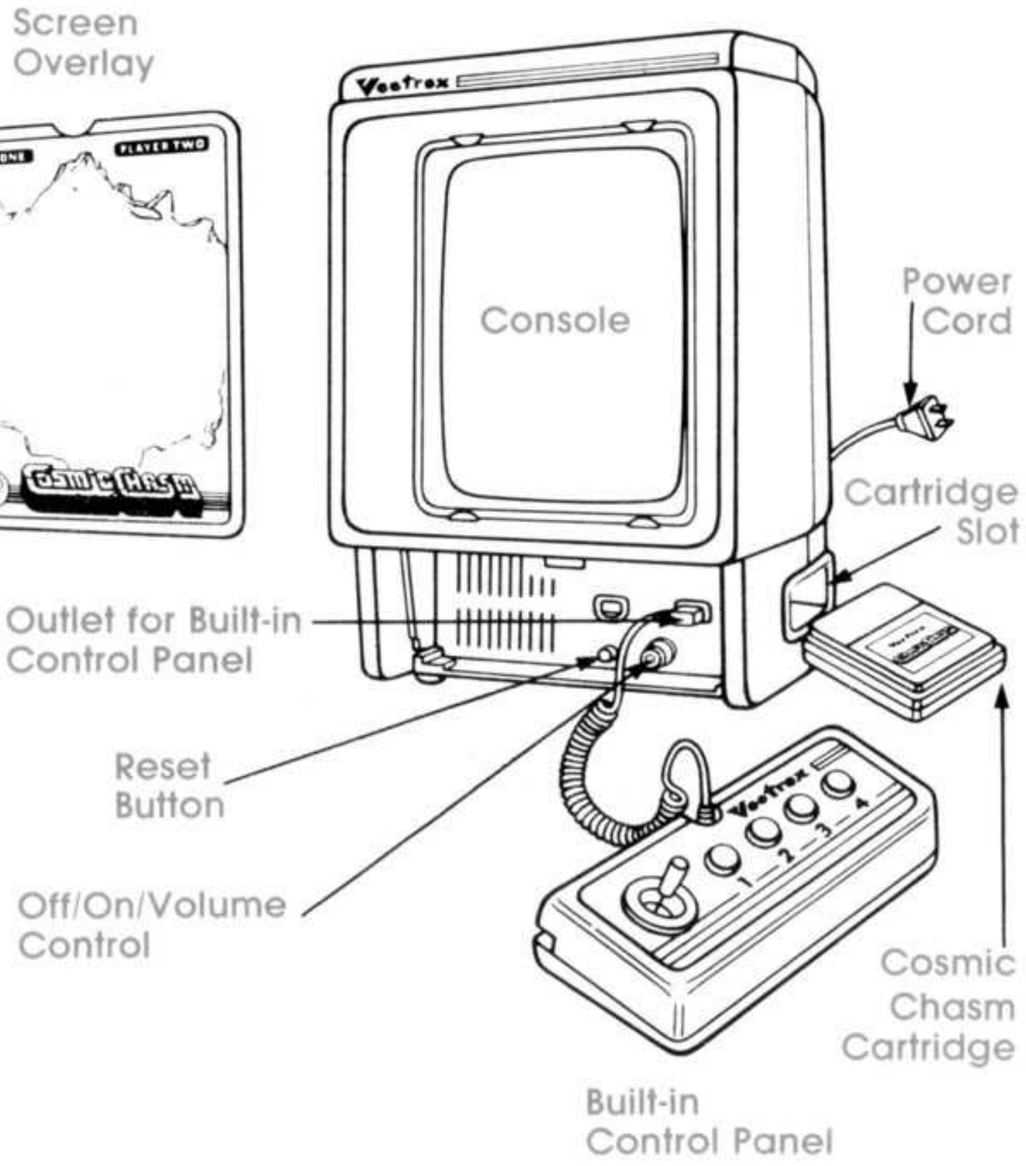
Cosmic Chasm™

Can you save the galaxy by blowing up the alien-inhabited planet. . . and get off the planet before you explode too? You must burrow deep inside, finding your way through the underground maze while battling the Planet Protectors. If you can get to the center, plant your one bomb and try to find your way out. It's only a matter of seconds before the planet goes BOOM!



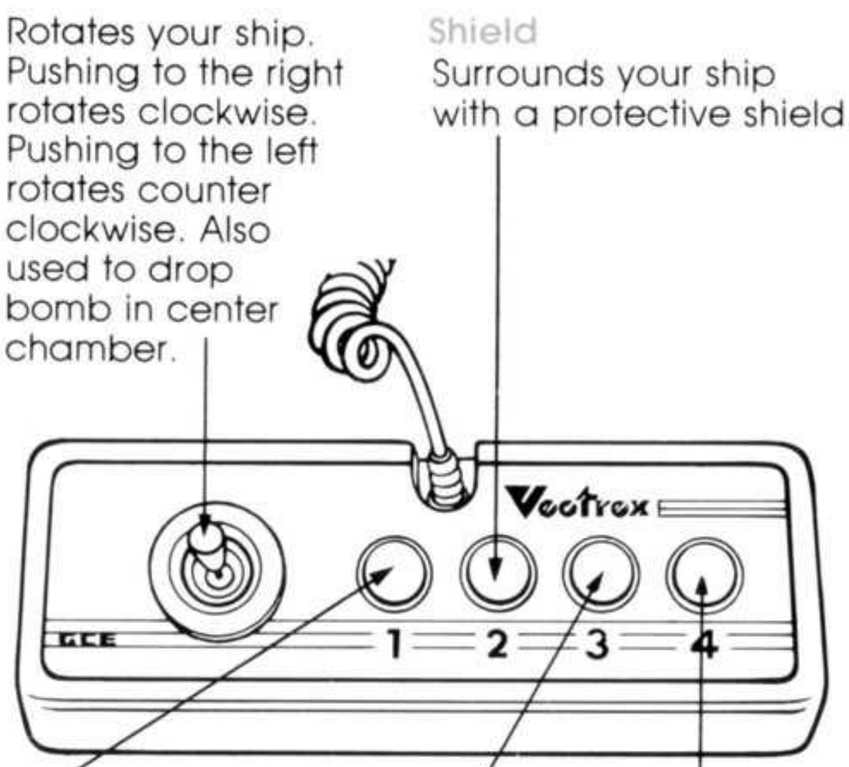
Setting Up



- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

Cosmic Chasm Controls

Cosmic Chasm is designed to be played with the built-in control panel only. The functions of the controls are:


Rotates your ship. Pushing to the right rotates clockwise. Pushing to the left rotates counter clockwise. Also used to drop bomb in center chamber.
Shield
Surrounds your ship with a protective shield.
Vectrex
1
2
3
4
Drill
Drills through alien force fields leading to adjoining caverns.
Thrust
Moves your ship forward.
Fire
Fires dual lasers at the Planet Protectors.

How To Play

Player Selection

Cosmic Chasm can be played as a one or two player game. When PLAYER 1 appears on the screen, press Button 1 once to switch to a two player game. PLAYER 2 will then show on the screen. When played as a two player game, only the built-in control panel is used and the players take turns using this control panel. You can return to a one player game by pressing Button 1 again before starting game play.

Starting Game Play

Once you select the number of players, press Button 4 to begin your first mission and start game play.

Game Play

Your mission is to penetrate an alien planet, travel through its underground maze and place a bomb by the planet's power structure in the center cavern. First, you will be shown a map of the planet, including its caverns and passageways. The blinking light indicates the cavern where you will enter the planet. You must determine the quickest path to the center.

Once in the first cavern, use your Joystick to maneuver your ship and Button 3 to thrust forward. The Planet Protectors will attempt to hit you, but

you can destroy them first by firing dual lasers with Button 4.

To get to the next cavern, press Button 1, the drill, and inch up SLOWLY to the force field you wish to penetrate. If you thrust too quickly while drilling, you will destroy yourself.

Continue doing battle and traveling through the planet until you reach the center cavern. Once there, plant your bomb and find the quickest way out of the planet. You will then move on to the next, more difficult, mission.

Planet Protectors

Each cavern has eight Planet Protectors. They will try and destroy you by colliding with you. As you approach the center chamber, they will get faster. They will also get faster on each new mission.

The Planet Protectors are also aware of the danger you present. Therefore, they have booby-trapped the center of each cavern - it grows larger and larger in an attempt to squeeze you. Don't dawdle in any cavern, you may get crushed.

You don't have to kill all the Planet Protectors before you move to the next cavern. However, you will then have to battle them if you exit the planet through that cavern.

Shield

By pressing Button 2 you can surround your ship with a protective shield. This shield will cause the Planet Protectors to bounce off and will prevent you from colliding with the wall. However, you cannot drill or fire with the shield on.

Unfortunately, too much energy is used by your ship in planting your bomb. Therefore, your shield will be ineffective from the time you plant the bomb to the beginning of your next mission.

Center Chamber

The center chamber contains the planet's power structure, which you must attempt to destroy. When you get close enough to the power structure plant, you bomb by pulling back on the Joystick. You will then have 15 seconds to exit the planet safely.

Exiting Safely

To escape the planet safely, you can either travel back through the path you carved or any other you'd prefer. If you enter a new cavern, you will be faced with additional Planet Protectors. Don't forget, you must escape the planet, not just return to an outside cavern. Work quickly. You only have 15 seconds until the planet explodes.

You can abort your mission and escape the planet at any time by leaving the planet through any of the outside caverns. You will be given a new mission of the same difficulty level as the old.

Getting Hit

If a Planet Protector collides with you or you hit any wall, you will lose one ship. If you have additional ships left, you will return to the cavern where you were destroyed. The same conditions that existed when you entered the cavern will be in effect.

If you do not escape the planet within the 15 seconds allotted, you will explode along with the planet. If you have additional ships left, you will attempt another mission similar to the one you did not complete.

Number of Ships

In each game you start with 5 ships.

Scoring

Points are earned as follows:

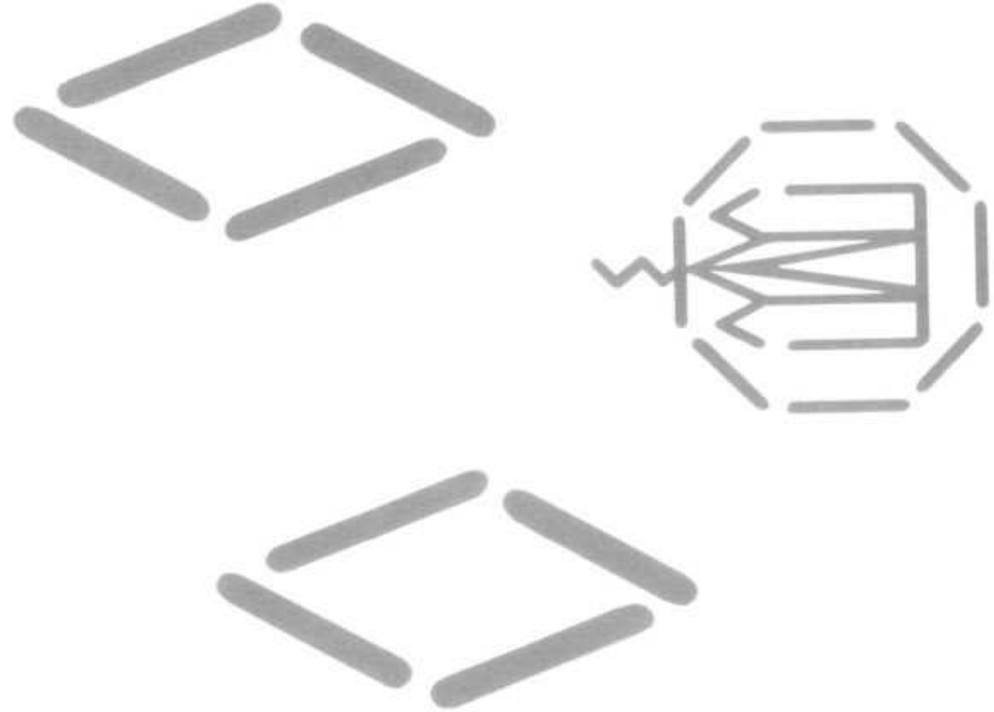
Action	Points
Destroying each Planet Protector in Cavern One	80
Destroying each Planet Protector in successive caverns	80 + 10 for each new cavern
Drilling to next cavern	25
Getting to next cavern while escaping planet	100
Completion of successful mission	1000

High Score Memory

As long as your machine is on, with the Cosmic Chasm cartridge in place, the high score is retained. Once the machine is turned off and the cartridge removed, the high score is lost. To view the high score, press the Reset Button on the console.

Restarting Game

If you wish to restart the game, press the Reset Button on the console.



Score Record

Date	Name	Score

90 Day Limited Warranty

This warranty is valid only for service in the country of purchase. General Consumer Electronics, Inc. warrants to the original purchaser of this cartridge that the product will be free of defects in material or workmanship for 90 days from the date of purchase. During this warranty period, the product will be repaired or replaced with a new or reconditioned unit, at our option, without charge.

The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to: General Consumer Electronics, Inc., 233 Wilshire Boulevard, Santa Monica, CA 90401.

If you return the product without proof of the date of purchase, or after the 90-day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a $15.00 service charge. Please include a check or money order in the full amount along with your name, address, city, state and zip code. This non-warranty service will only be available within one year from the date of purchase.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others is not covered by the warranty. Any implied warranties are limited to the 90 day period from the original date of purchase.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

United Kingdom - This undertaking is in addition to consumer statutory rights and does not affect those rights in any way.

Order Form For Replacement Screen Overlays

Additional screen overlays may be ordered by completing this form and mailing it with your check or money order for $2.00 each. Address check or money order to:

GCE, Vectrex Screen Overlays, P.O. Box 8123, San Francisco, CA 94128.

Please allow 2-3 weeks for delivery. Offer subject to availability. **NOTE: Separate cartridges are needed for the overlays listed below.**

		Quantity (fill in)		Cost (fill in)
Mine Storm	HO-4000	_____	@$2.00 =	_____
Armor Attack	HO-4010	_____	@$2.00 =	_____
Berzerk	HO-4020	_____	@$2.00 =	_____
Clean Sweep	HO-4030	_____	@$2.00 =	_____
HyperChase	HO-4040	_____	@$2.00 =	_____
Cosmic Chasm	HO-4050	_____	@$2.00 =	_____
Rip-Off	HO-4060	_____	@$2.00 =	_____
Scramble	HO-4070	_____	@$2.00 =	_____
Solar Quest	HO-4080	_____	@$2.00 =	_____
Space Wars	HO-4090	_____	@$2.00 =	_____
Star Hawk	HO-4100	_____	@$2.00 =	_____
Star Trek	HO-4110	_____	@$2.00 =	_____
Blitz!	HO-4120	_____	@$2.00 =	_____
OTHER	_____ (specify)	_____	@$2.00 =	_____

Total Overlays Ordered _____ **Total Cost $** _____

CA Residents Add 6% Sales Tax $ _____

Total Amount Enclosed $ _____

Name _____ Phone (____) _____

Address _____

City _____ State _____ Zip _____

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